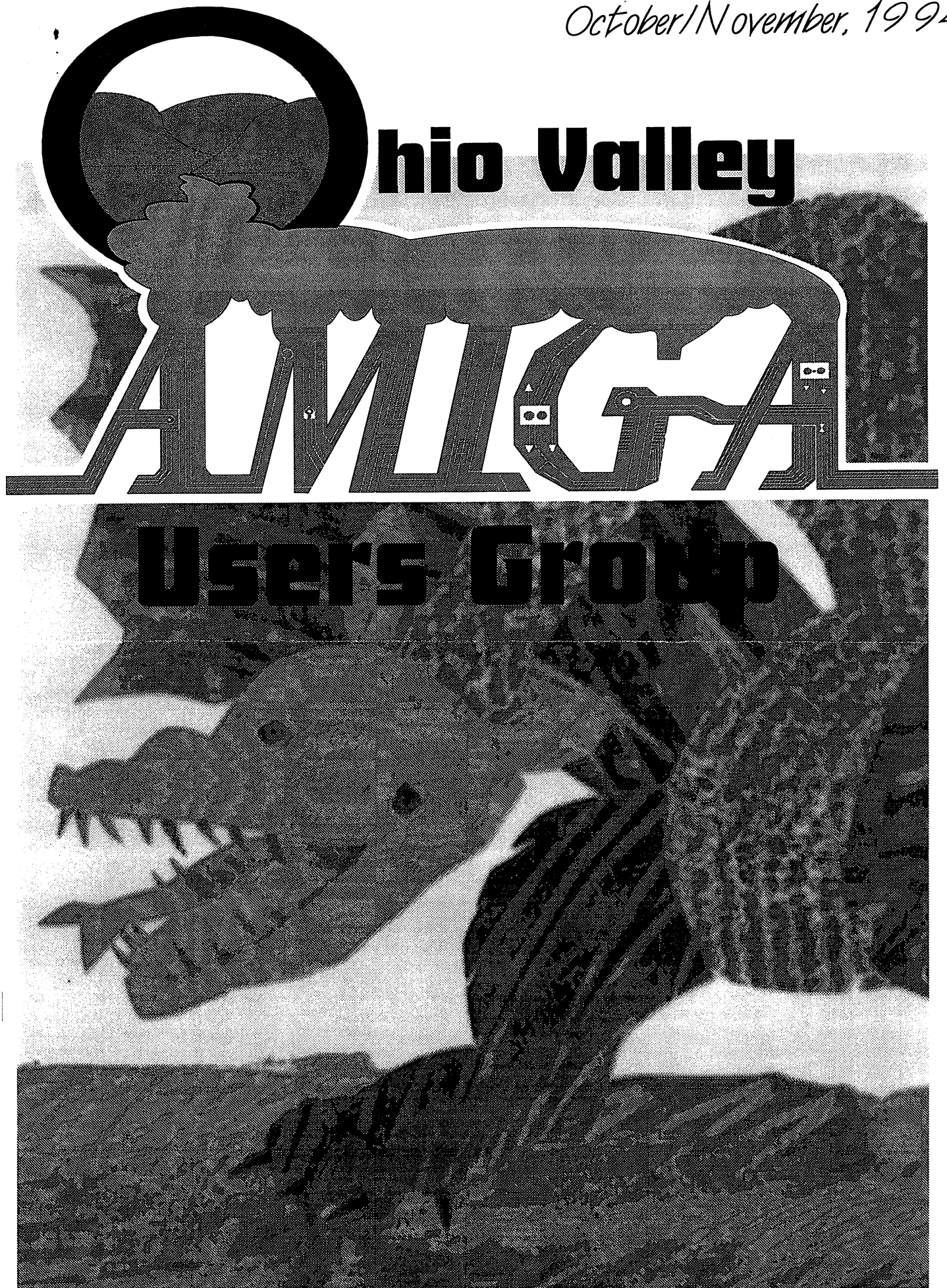


October/November, 1994



OVAUG Newsletter/OVAUG Online

What?

The Ohio Valley Amiga Users Group is a notforprofit organization formed to provide useful information to those interested in learning more about the Amiga (formerly Commodore Amiga) computer.

A Beginner's Special Interest Group (SIG) is offered to introduce new users to computing with the Amiga. Other SIGs have existed in the past: Graphics SIG, Video SIG, 3D SIG, Midi and Music SIG, C programming SIG, Modula2 SIG, ARexx SIG, and SID SIG. These are always open for revival. As well, other SIGs may appear in the future.

A library of freely distributable software is also maintained by the club librarian, Scott Bennett. The Amiga community is blessed with a veritable storehouse of quality Public Domain, Shareware, and other freely distributable programs. If you do not have access to software through Bulletin Board Systems (BBS) or various networks, then take advantage of this resource. Copies of diskettes can be made at the meeting or at Scott's store, Expert Services, for a nominal fee.

A BBS is maintied by the Club BBS Sysop, George Gibeau. The BBS is dedicated to paying members. It offers file sections, Fred Fish diskettes, club diskettes from the library, local message areas, and some Fidonet (worldwide) message areas, as well as private mail.

A newsletter is published monthly (well, almost) by the Newsletter Editor, Dan Dennedy. All paid members and guests at meetings receive the newsletter.

Who?

George Gibeau, President, BBS Sysop

(513) 7211214, president@ovaug.org

Drew Vogel, Vice President

(513) 2326439, vice.president@ovaug.org

Jeff Johnson, Secretary

(513) 6511199

Ed Hoffman, Treasurer

(513) 5213424

Brick Eksten, Technical Advisor

(606) 3719690, technical@ovaug.org

Dan Dennedy, Newsletter and OVAUG Online Editor

(513) 5743125, editor@ovaug.org

Scott Bennett, Librarian

(606) 3719690, librarian@ovaug.org

When?

Monthly meetings are held on the last Tuesday at 8:00 P.M. The Beginner's SIG meets at 6:30 P.M. before the general monthly meeting. The Officers meet on the second Tuesday of each month at 8:00 P.M.

Where?

Monthly meetings take place at 502 Rieveschl Hall on the campus of the University of Cincinnati.

How?

Directions to OVAUG Resources

OVAUG BBS: dial (513) 2418817

OVAUG Online: set URL to <http://www.ovaug.org>

Club Library: available on the BBS or at Scott Bennett's store, Expert Services, in Florence, Kentucky—call (606) 3719690 for directions.

Directions to Meeting

FROM INTERSTATE 71 NORTH

Take the Reading Rd. exit (on the left). Go up the hill. At the fork in the road, under the overpass, take the left fork onto Burnet Ave. At the next light, take a left onto William Howard Taft. Then, follow the directions for Interstate 71 South.

FROM INTERSTATE 71 SOUTH

Take the Taft Rd. exit. Go through several intersections until you reach the University Plaza (shopping center). Make a right at the plaza onto Jefferson Ave. Go through two traffic lights. Make a left before you reach the next intersection. Turn left onto Martin Luther King Dr. Then, follow the directions for Martin Luther King Dr.

FROM INTERSTATE 75

Take the Hopple Street exit. Make a left at the traffic light onto Hopple St. Proceed through two traffic lights, up the hill, and through two more traffic lights. Then, follow the directions for Martin Luther King Dr.

FROM MARTIN LUTHER KING DR.

If you turn onto campus at the light at the bottom of the hill, then you can park in the library garage. It costs to park in the garage, so try to find a place on the street. If you park in the garage, then park on the first level if possible. Then, use the exit door at the northwest end of the building, go up one flight, and use the exit door to go outside. The directions are now the same for garage and street parkers. Proceed to the base of the tallest building along Martin Luther King (Crosley Tower). Find the door and enter. Use the elevator to go to the fifth floor (press 5). Upon exiting the elevator, make a left. 502 Rieveschl will be on the right, across from the Chemistry/Biology Library.

Why?

Because you have a bad habit. Maybe someday it will even become a disease! In either case, you are a user, and you need help. Come join our social support network.

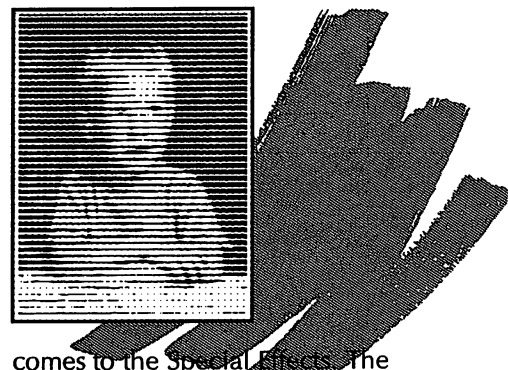
New Amiga Power Tools

By Dan R. Dennedy

Hey folks! I'm really digging this new PageStream (currently at version 3.0c). You can see some dandy PageStream effects on the pages herein. It is destined (once all of the drawing features get implemented) to be an illustration program in its own right virtually replacing ArtExpression. In fact, nearly every ArtExpression feature is implemented except for some type effects like "Bind text to Path." I used the basic shape tools with PageStream's complex gradient fills (which ArtExpression lacks) to create the pseudo three dimensional borders at the bottom of the page. One thing I really like is the screen and plate control. These let me adjust the line frequency for printing. When you are working at only 300 dpi, then you need to squeeze out every bit of resolution and shades of grey as possible. Normally a 300 dpi printer takes 65 lpi (lines per inch) of resolution and produces 16 shades of grey. However, 65 lpi produces an ugly halftone dot pattern. This pattern is unusable when you want to place a simple 20% grey box behind some type. I bumped up my default frequency to 85 lpi which is the default for 600 dpi printers. Unfortunately, with a 300 dpi printer, using a higher line frequency produces fewer shades of grey and banding and posterization results in gradients and graphics. With the new PageStream, you get complete control over the line frequency of every object! Now I can optimize the output—the mark

of a real power tool! Look for a thorough review of the new PageStream in a future issue—the current version is still too preliminary.

Speaking of great new power tools for the Amiga, you should see the new ImageFX 2.0! It is fantastic and rivals image processing on any platform. You still can not work directly in 24 bits because the Amiga OS is limited. However, the new ImageFX is more OS savvy, so users with third party graphics cards can paint in a preview window on a 256 color Workbench and render the results in 24 bit to the graphics card. Of course, ImageFX 1.5's preview module 'SuperAmiga' can open 256 color screens from the Amiga display database, but the attached screen posing as the control panel presents a real problem for most graphics cards' software. Rather, the new ImageFX can open a preview window and can use a separate control panel window—both on the Workbench (or any public screen?)—which works quite nicely. I still would like to see the a more style guide compliant interface with multiple buffers displayed in multiple resizable windows. However, it appears that the ImageFX designer Kermit Woodall and programmer Thomas Krehbiel have been focusing their attention on real image processing power. Many new drawing styles and drawing modes along with paper textures provide natural media painting tools. There is just more and more of everything in the package, especially when it

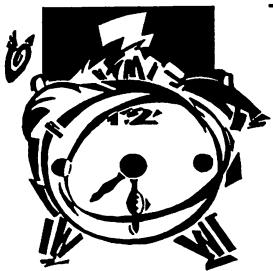


comes to the Special Effects. The PaintFX uses a small grey scale bitmap brush with many parameters to apply strokes to an image or any region. These new FX rival the Photoshop plug ins—such as Kai's Power Tools and Xaos Tools—found on other platforms. It comes with a few new tools: a thumbnail browser for libraries of images and AutoFX for batch processing animations and MPEG videos.

Jeff Johnson, Ed Hoffman, Dan Dyke, Lee Johnson, and I represented the club at the Cincinnati Computer Fair on November fifth. The show was disappointing overall, but it was only it's first year and marketing was minimal. OVAUG had one of the most impressive stands. The Apple users group was represented by one person and no machines! Jeff brought along a complete sound studio. Ed demonstrated the Video Toaster switching between a video camera and a DPS Personal Animation Recorder. Dan Dyke assisted dealing with attendees. Lee showed demos on a totally maxed out 1200. I simply played cool MODs in the background, played with the Forge, and generally showed off the Amiga OS.

OVAUG Online continues, and you can expect to find another archive of Web pages you can view using Mosaic-Nonet on the OVAUG BBS. I still need submissions for the Gallery, and a form is here to get information about you and your submission.

Enjoy the newsletter and happy holidays!



Meeting Minutes

Recorded by Jeff Johnson

Secretary's Minutes Of September Meeting

The confab began with President George Gibeau asking for Officer's reports.

SECRETARY'S (Jeff Johnson)

Membership stands at 103. New member Marshall Wolfe was welcomed. Secretary will print list of recently expired memberships in order to encourage renewals. Reminders will be sent to those lapsed. Just like church.

TREASURER'S (Ed Hoffmann)

Club wealth stands at \$81.00. Should we solicit Bill Gates? Shall we threaten a virus for MessyDOS which pops up a Guru Meditation with a picture of Jay Miner??

Failing this, members are encouraged to donate no longer used software for the purposes of a raffle at the meeting to benefit the club.

NEWSLETTER (Dan Dennedy)

Not only was the newsletter for the month a magnificent effort, but Dan reports that there is an online version, also. Check the club BBS for instructions.

TECHNICAL (Brick Eksten)

In connection with a business trip, Brick spoke with David Pleasance of Commodore UK, the company which hopes to purchase the Amiga technology. Mr. Pleasance told Brick that he intends to keep Amiga engineering in the United States, hiring 5070 people. His goals include a RISC program, the AAA chipset, and adopting the PCI bus. Brick feels

Pleasance is on the correct track.

The NewTek Flyer should be ready in October. The Motorola 68060 chip awaits Motorola's preoccupation with the PowerPC.

LIBRARIAN'S (Scott Bennett)

Three club disks available, including Scrabble and a version of AmigaGuide for 3.0 OS's. BBS (George Gibeau)

Grotesque perturbations of Vincent VanGogh were perpetrated.

Just as good as the Energizer bunny. Contents of Fresh Fish on the board, but copies must be made at Expert.

OLD BUSINESS

Cincinnati Computer Show this November. Dates and sign up information available from any club officer. Hey kids, let's put on a show!

NEW BUSINESS

MapleV V.3 math program available for Amiga! Somebody out there loves us!

RAFFLE

A modem and Caligari were raffled. Both were valuable items. Ticket sales swelled the coffers. Other donations appreciated.

DEMOS

Brilliance was demonstrated by Jeff Johnson. Please see his review in this month's issue. He finds the program highly convenient and useful. Grotesque perturbations of Vincent VanGogh were perpetrated.

Ed Stoehr showed off a number of his clever and impressive animations. Included were "ICBM Lipstick" and a caulking gun extruding People Working Cooperatively's phone number. Slick stuff indeed.

Don Myers presented animations from his upcoming "Dr. Pillman's HappyTabs" video. Disney gone crazy.

See what you missed?? Come to our monthly OVAUG sideshow, the next being October 25th.

Secretary's Minutes Of October Meeting

Our monthly powwow began with President George Gibeau asking for Officer's reports.

SECRETARY'S (Jeff Johnson)

Membership stands at 95. New members of this writing are Steve Bramer, plus his brother Jon's renewal. Also new is Pat O'Neill.

TREASURER'S (Ed Hoffmann)

Club wealth stands at \$180.79. Not enough to buy Bill Gates' hair clippings.

Members are encouraged to donate no longer used software for the purposes of raffles at the meetings to benefit the club.

NEWSLETTER (Dan Dennedy)

Newsletter did not make it out in October. Neither did the Amiga buyout. Both are expected in November.

TECHNICAL (Brick Eksten)

Brick was out of town. His employer finds him a valuable asset, as do the rest of those who know him

LIBRARIANS (Scott Bennett)

Our librarian was lost in the stacks.

BBS (George Gibeau)

George relates no problems and much activity.

OLD BUSINESS

Cincinnati ComputerFest coming up. See next month for a review of our Clubs presence. (We wowed em...at least those paying any attention to anything. The Secretary wasn't impressed with the crowd generally. They seemed to be a bunch of brain dead cloners. There was an impressive demo of the Primera color printer at another booth, and a knowledgeable presentation of O/S2 WARP.)

NEW BUSINESS

It was announced that Expert is offering Amiga software at 5% over cost exclusively to Club members in order to clear inventory. Generous on Experts part.

DEMOS

Ed Hoffmann showed off DPaint V. Amazing that Electronic Arts still knows our name, from whence they were born. The new DPaint has newer features, and that's welcome, but Brilliance still gets my vote. Compliments to Electronic Arts nonetheless.

Dan Dennedy showed features of Pagestream 3.0. Does everything but marry the Pope.

Jeff Johnson brought in his POTGO exercise. It is a device with software that enables the joystick port (of all things) to output data. Please see

accompanying article.

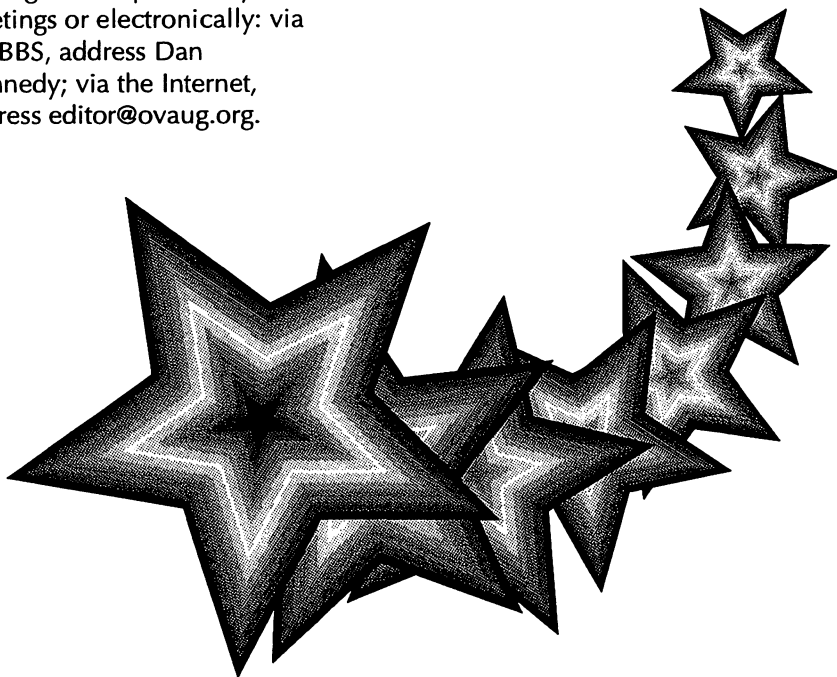
See what you missed, again? Come to our monthly OVAUG sideshow, the next being November 29th.



WANTED

Amiga Zorro II Ethernet adapter or Sanall driver for a PC Ethernet adapter. Please contact Dan Dennedy at (513) 574-3125, FAX: (513) 598-9570, E-Mail: ddennedy@iac.net

Do you have something for sale or something that you are looking for? Drop the editor a message either personally at the meetings or electronically: via the BBS, address Dan Dennedy; via the Internet, address editor@ovaug.org.





ANNOUNCING...
ANNOUNCING...
ANNOUNCING...

→ **ovaug.org**

The Ohio Valley Amiga Users Group (OVAUG) now has a registered domain name on the Internet: ovaug.org

Jim Müller, an administrator at Internet Access / Cincinnati (8878877), and I have registered the name "ovaug.org" with the InterNic. We have also established mailing addresses for officers which are on the Internet. You can send email to the officers on the Internet or from CompuServe, American Online, Delphi/BIX, Prodigy, Genie (?), and Portal by using the following addresses:
president@ovaug.org
vice.president@ovaug.org
editor@ovaug.org
librarian@ovaug.org
technical@ovaug.org

F Y I

News & Announcements

When new officers are elected, if they are on the net, then the respective mail addresses change transparently!

Also, the hypermedia, onlinebased newsletter "OVAUG Online" is accessed via a new URL:
<http://www.ovaug.org>

Many thanks go the folks at Internet Access / Cincinnati for providing such an excellent and affordable service.

How to order Aminet CD 4

(Aminet CD 3 is still available from the same sources)

ORDER INFORMATION

A new Aminet CD appears every three months. You can expect about 300M of new software on every CD, plus the currently most popular files, plus enough older files to fill up the CD to its limit. Order subscriptions or single CDs from the following companies:

IN THE USA:

Amiga Library Services
610 North Alma School Road,
Suite 18
Chandler, AZ 852243687
U.S.A.

Voice/Fax +16029170917
Aminet Gold \$19.95
subscriptions..... \$59.95
(4 CDs)
Aminet Share \$11.95

subscriptions \$44.95
(4 CDs)

Shipping anywhere \$3.95
Federal Express (USA).... \$12.95

Pay via cash, check, money order or credit card (VISA, MasterCard).
Checks/money orders payable to 'Amiga Library Services' and in US \$. Credit card orders must include card number, expiration date, and full name on card. Subscriptions don't include shipping. Dealer inquiries welcome.

WORLDWIDE:

You can order the Aminet CD from any bookstore worldwide. Please state the appropriate ISBN numbers with your order:

Aminet 4 Gold
ISBN 386084248X

Aminet 4 Share
ISBN 3860842471

Aminet 3 Gold
ISBN 3860842366

Aminet 3 Share
ISBN 3860842374

Prices may vary, ask your local dealer for more information.

Nova Design, Inc. Announces ImageFX 2.0

RICHMOND, VA.,
November 4th, 1994. Nova Design, Inc. officially announced the release of ImageFX 2.0 which will begin



shipping towards the end of this month. ImageFX is the complete Amiga image manipulation system that combines image processing with amazing special effects technology and professional painting tools that can simulate artistic styles. MicroTimes magazine even named ImageFX as one of the Best Products of the year!

"ImageFX 2.0 is absolutely the best image processing and manipulation package I've ever seen on the Amiga.", Mark Thompson, award winning Amiga animator.

"The most awesome image manipulation system for the Amiga, period!", Shamms Mortier, writer for Amazing and Amiga Format.

"Absolutely the most impressive image processing package I've seen on any computer!", Denny Atkin, Associate Editor OMNI magazine.

ImageFX's suggested list price is \$349.95 US. Upgrades from any previous version of ImageFX are only \$124.95 US to registered owners. For upgrade orders you may call (804) 2821157.

Nova Design, Inc., 1910 Byrd Avenue, Suite 214, Richmond, VA 23230

Customer

Support/Information (804) 2826528, Fax (804) 2823768

ImageFX, PaintFX, AutoFX and CineMORPH are trademarks of Nova Design, Inc. All other products named are trademarked by their respective companies.

ImageFX 2.0 Feature

List

NEW SYSTEM FEATURES

Image Thumbnails
Load and save images via interactive visual interface.
Preview effects on thumbnails before applying them.

Multiple Buffers
Work on an unlimited number of image buffers and brushes.

Workbench Preview
Windowing preview modes that can open on any Workbench screen and in full color on the Retina 16/24bit displays.

New Region Controls
Add, subtract, or invert regions. Create painting stencils and masks.

Text Generator
Create multiple lines of text with justifications and anti aliasing. Preview fonts before using them.

Image Compositing
New compositing methods including Fast Matte, HSV Matte, Multiply, Divide, Minimum and Maximum.

AutoFX
New "cookbook" style batch processor with prewritten scripts to perform hundreds of batch operations and animated effects!

ImageFX Browser
Visual image cataloging system for maintaining libraries of pictures and animations.

Documentation
Completely rewritten manual with over 400 pages of tutorials and reference.
Expanded online help system.

HARDWARE SUPPORT

Graphics Boards

Supports all Amiga modes, Retina Z2/Z3, Picasso II, Piccolo, Firecracker 24, IV24, DCTV, HAME, Harlequin, and any EGS compatible hardware such as the Spectrum, Talon, and Rainbow III.

Scanners

Expanded Epson 300/600/800 scanner controls and new support for the VLAB YC framegrabber.

Printers

Direct support for the Primera color printer in full color.

NEW PAINTING FEATURES

Improved soft edge modes and antialiasing.

Realtime painting tools that emulate traditional media such as Airbrushes, Charcoals, Chalk, Oil and Fingerpaints, Felt Tip Markers, Watercolors, and Crayons!

New Draw Modes like Smudge, Roughen, Disperse, Sharpen, and others.

Drawing Styles to allow rub through to other images, alpha channels, mandala creation, realistic brush stroke fading, and much more.

NEW IMAGE CONVERSION FORMATS

Amiga Toaster Framestore

DPS PAR loader

Applied Magic Istream

Macintosh

PICT, including vector and JPEG variations!

Improved TIFF loader

MSDOS

PIC format for all resolutions and color depths

GRASP/GL animation frame loading

DL animation frame loading
Silicon Graphics
SGI RGB
Wavefront
Softimage
Others
MPEG animation creation and
frame extraction
X-Windows
Abekas A60 series
Sun Raster
C64 Koala
FITS/PDS/Vicar (NASA) image
frames

NEW SPECIAL EFFECTS AND IMAGE PROCESSING

Realistic lightning bolt generator
Pond ripples and waves
Advanced lens flares generator
Water/Glass distortion
3D perspective rotation
PaintFX automatic painting
generator
Crystallization effects
Standard or circular mosaic
effects
Random tiling effects
Sobel edge-detection
Controllable NTSC/PAL Video
filters
Map images onto spheres
Swirl images, even into other
images
Apply paper or canvas textures
Image warps and lens effects
Expanded 2D rotation
Star and supernova generator
Circular blurring effects
Straw-like distortions
Median/Minimum/Maximum
filters
Ramping edge-detection
Histogram Equalization tool

ImageFX 2.0 works with
any model Amiga with at least
two megabytes of Chip or Fast
RAM and a minimum of five
megabytes of available hard
drive space and AmigaDOS
2.04 or higher.

Reviews

Brilliance 2.0

By Jeff Johnson

Being quite certain all of
our club's members are familiar
with paint programs, this review
shall focus on the particular
features which distinguish
Brilliance.

The author prefers to paint
2D, still pictures. He further
prefers to create nonfigurative
paintings. Nonfigurative means
a picture of nothing
recognizable. It does not mean
"abstract" which is after all
abstracted from something. It
means simply a visual pattern
pleasing to the artist's eye. I
phrase it that way, since I define
"fine art" as being created only
to please the artist. If others are
pleased also, fine, but that's not
the point.

So, Brilliance...

There are two programs,
TrueBrilliance and Brilliance.
Both come with the package.
Plain Brilliance is register based,
meaning a fixed palette. You
may choose from the 4K or 16M
colors of the Amiga modes, but
you are limited starting with 2,
or upwards of 256 (AGA), colors
at the same time. The phrase
"register" is another way of
saying palette or color lookup
table (CLUT). TrueBrilliance
works in 24 bit mode, but
displays in 6 bit or 8 bit HAM
mode. Pictures may be saved in
24 bit or HAM. Based on Digital
Creation's DCTV Paint,
Brilliance is the latest
incarnation of that program.

Well then, what's so
great??

The Menus

Toggled on or off with the
middle mouse button or the
spacebar, the menus are
configurable to include as many
functions as you want to see and
use at any one time. They
appear on a separate Amiga
screen which pops up. The
beauty of a separate screen
overlaying the picture
intermittently is that the program
will fill under the menu. An
"Oh, hell" eliminator. DPaint
won't do this.

The Swap Screens

You may open as many
swap screens as you have
memory. They are selected with
a simple slider.

The Undo/Redo

This is unlimited, except by
memory. Hard to goof up! Take
yourself down a layer or more,
then put 'em back in! Another
"Oh, hell" eliminator.

The Brush Pots

There are eight "pots" to
store different brushes. No more
loading and saving brushes all
the time.

Transparency Mode

Infinitely adjustable,
especially nice in HAM 8.nd

Airbrush

Control flow rate and
focus. Combined with
transparency, the airbrush allows
a fine touch. Set at high
transparency, the effect builds

up slowly. Short bursts allow undo and redo and another touch until you've got it!

Rubthrough

The front image can be rubbed through to an under image. Any shape brush or airbrush can be used in transparency mode. This is a method of compositing images or adding just a hint of ghosting or a texture. Of course, all other paint functions are available. The only thing missing is DPaint's "light table" function.

What then is the downside? Brilliance will not run on a Picasso screen, but is limited to the Amiga modes. It will launch from a Picasso workbench, but takes a little setup work. The procedure was described to me by George Gibeau. It involves removing any reference to Brilliance from "ChangeScreen", then telling ChangeScreen to "Never" change the screen from what Brilliance or its menu screens want. The theory of this is to make ChangeScreen ignore the screen calls Brilliance makes in order to allow Brilliance to open an Amiga screen. On my machine, Brilliance will still scramble a Picasso Workbench and freeze. I do not use the newest "suite" of Picasso files called "V 1.9". ProPage will Guru occasionally with the "V 1.9" files, so I use an older set which is fine. With a "V 1.9" Picasso Workbench or any other, it is necessary first to set Brilliance and TrueBrilliance icon ToolTypes to "PREFS.WORKBENCH=On". The reason for this is the ChangeScreen Requestor will attempt to display on the Workbench. If the Workbench has been closed by Brilliance upon startup, the requester will not have a screen, and the computer will hang. On my machine, if the Workbench is changed to an Amiga mode first,

then all is OK. Programs that are set to run on a Picasso screen will still open as desired.

The upshot? A super tool. All talk of features and what is "better" is quite irrelevant. It comes down to what works.

TrapFax

Product Name

TrapFax

Brief Description

Fax software for the Amiga

Author/Company Information

Name: TrapDoor Software
Development:
Maximillian Hantsch, René Hexel, Martin Laubach
Address: A1051 Vienna,
P.O. Box 266
Austria
Distributed by Village Tronic Marketing, GmbH
Address: Wellweg 95
D31157 Sarstedt
Germany
Telephone: +49 (5066) 70130
FAX: +49 (5066) 701349
BBS: +49 (5066) 701340
Retail Price: \$80 (US)

Special Hardware and Software Requirements

HARDWARE

Required: A Class 2 CCITT TR29.2 modem, 512K RAM,
Recommended: A hard drive

SOFTWARE

Required: AmigaDOS 2.04
Recommended: AmigaDOS 3.0
for the FAXX datatype

Copy Protection

None.

Machine Used For Testing

HARDWARE

Commodore A2000, 1 MB Chip RAM, 10 MB Fast RAM, 28MHz Progressive 040/2000, Commodore A2091 SCSI Host, 40 MB Quantum LPS hard drive and 245 MB Seagate ST3283A hard drives, 2 internal 880K and 1 external Power XL 1.76K floppy drives, Commodore A2320 Display Enhancer, Village Tronic Picasso II RTG video card with 2 MB DRAM, Commodore 1950 Multiscan Color Monitor, Boing Optical mouse, SupraFaxModem V.32bis.

SOFTWARE

Kickstart version 40.63,
Workbench version 40.42,
SetPatch 40.16, Progressive Init040 2.2, 68040.library 37.4, Picasso Monitor 2.52, Village.library 2.58, HyperCache 1.01B, XFHHandler 1.34, xpkmaster.library 2.4, AmiCDROM CDROMhandler 1.15, CrossDOSFileSystem 40.19, patchdt, Upd 1.30, CycleToMenu 2.1, LockColors 1.1, MagicMenu 1.29, PowerSnap 37.311, PubChange 1.2, StartRC 3.5, ToolManager 2.1, Virus_Checker 6.44, Yak 1.56, Yass 1.4, MUIPrefs 9.46, muimaster.library 9.80.

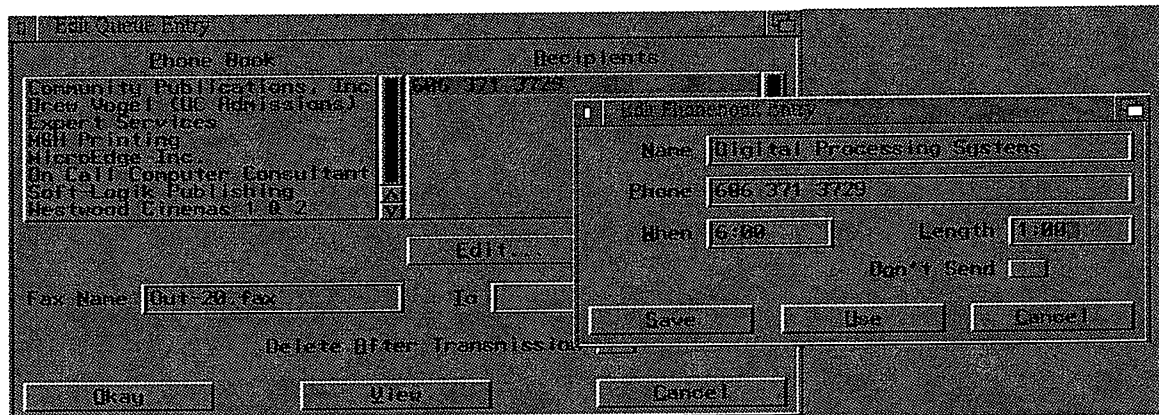
Installation

TrapFax uses the Commodore Installer utility, so installation is a snap. You are given the options of installing the English and/or German languages and whether or not to install the FAXX datatype.

User Friendly Checklist

Uses Commodore Installer? YES
Style Guide Compliant (or close)? YES
AmigaGuide documentation? NO
Contextsensitive help? NO
Help key works? NO
Uses ScreenMode display

The TrapFax requester which appears when you print to the FAX driver. From here you select Phonebook entries which receives the fax. This examples shows a Phone book entry being added immediately.



database? N/A
 Uses public screen? YES
 Scalable interface? NO
 Multiple document interface? N/A
 Supports Drag-n-Drop? YES,
 AppWindow for sending and viewing faxes and Applcon for viewing
 Iconifies? NO
 Supports Commodities interface? N/A
 Has ARexx port? YES
 ARexx port documented? YES
 Supports multiple sessions? Some
 Localized? YES
 Runs from Workbench and has icon? YES
 Multiple saved configurations? YES

Keyboard controllable? YES

Review

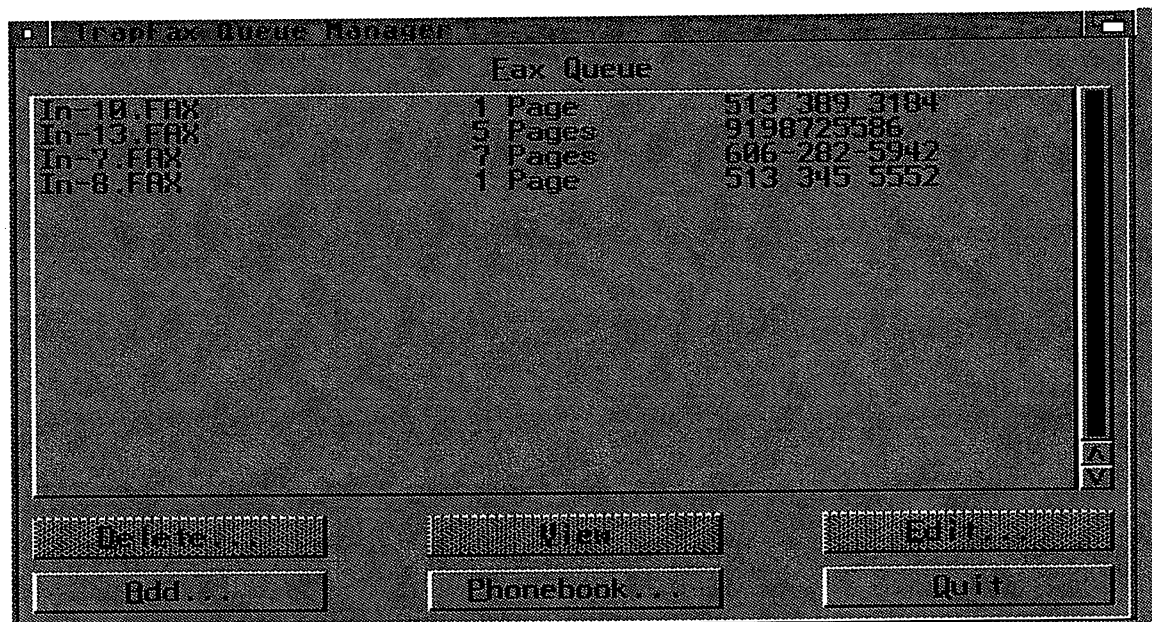
TrapFax is a modular and unobtrusive program for sending and receiving facsimiles using your Amiga and a fax modem. It consists of six different programs: TFaxQueue, TFaxDoor, TFaxPrefs, TFaxView, TFaxJoin, and TFaxPrinter. It also comes with a Fax printer driver and FAXX datatype.

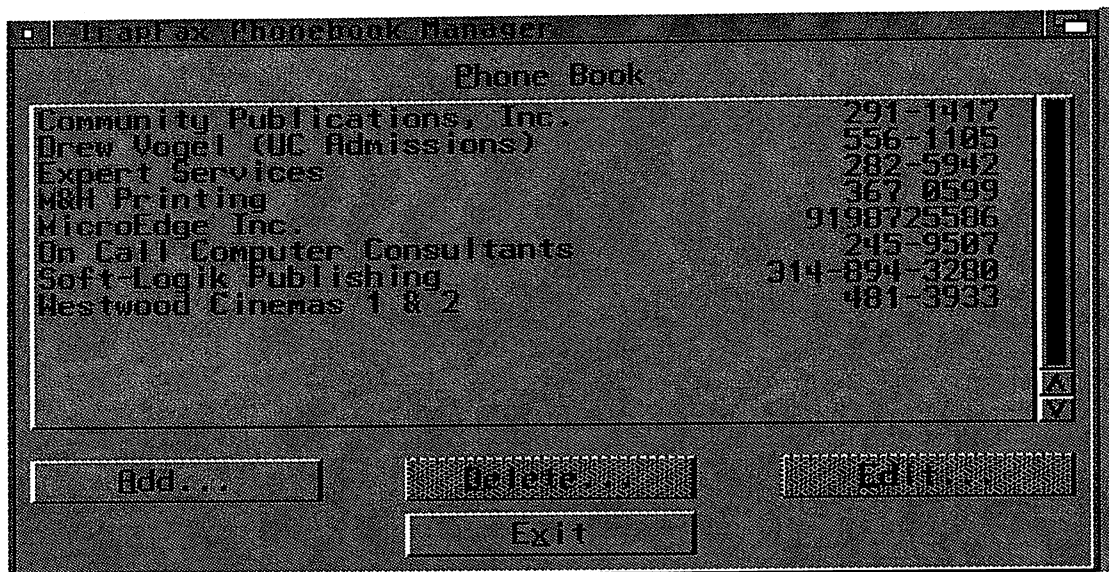
The TFaxPrinter program toggles between the currently selected printer and the Fax printer. I have it assigned to a hot key for utmost convenience. The TFaxDoor and TFaxSpool programs go in the WBStartup drawer and handle receiving and

sending jobs respectively. TFaxSpool is a full blown scheduler allowing you to send facsimiles to multiple people at specified periods of time. You can specify a length of time to retry phone calls in case of busy signals. For example, you can specify that a group fax be attempted every night from six until seven until the fax has been sent to every recipient. An outbound queue is maintained to handle multiple fax transmissions.

Selecting the Fax printer drive, you can choose to send standard (98 x 204 dpi) or fine (196 x 204 dpi) resolution facsimiles by setting the Prefs/PrinterGfx density to 1 for

The TrapFax Queue Manager. TrapFax maintains three queues: an Incoming, an Outgoing, and a Sent. Users can define more queues by simply storing faxes in a separate directory.





The TrapFax Phone Book Managers simple, yet effective.

standard or 2 for fine. Then, initiating a print job from a program brings forward the Edit Queue Entry requester. From here, you select or more recipients. New phonebook entries may be added immediately. Then, the fax is sent either immediately or as scheduled.

One thing that the manual fails to mention is that you can edit the Fax printer driver preferences. By default, the printer driver is set for continuous paper, so sending text from a text editor does not paginate the fax. Well, during installation, TrapFax places two preset files into SYS:Prefs/Presets named Fax-Printer.pre and Fax-PrinterGfx.pre. You can load these into the preference editors, make your changes, and save them back using Save As.... This is also the only way to set the default fax resolution. I scratched my head over this one for a while until I pulled out my dos tracer.

The TrapFax phone book manager is not a separate program. Rather, it is just a file or set of files. The Edit Queue Entry requester discussed above and the TFaxQueue program discussed below provide access to the phone book(s). You can

maintain separate phone book files for various groups of people (e.g. fax mailing lists). However, if you have a person or company belonging to more than one one group, then you need to duplicate the entry in each file. This arrangement presents time old data replication and data integrity problems. A better phone book manager would be a nice enhancement.

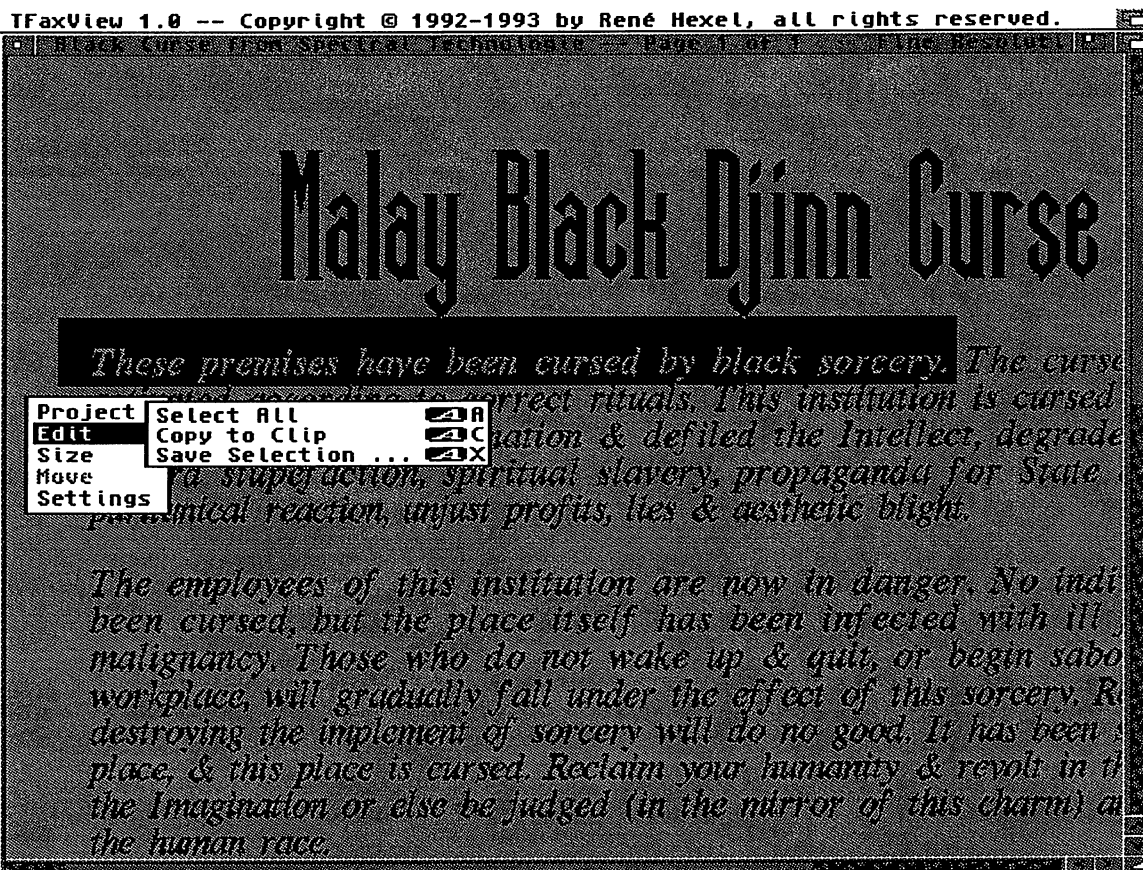
When a fax call arrives the TFaxDoor program receives the fax transmission transparently in the background. This is where I have had the most problems with this program. If the call is a voice or data call rather than a fax transmission, TrapFax presents a requester stating Modem does not respond. You then have to click on the continue button or press return to acknowledge it. If you are not at the workstation, then TrapFax hangs out at the requester and does not handle any more incoming calls. That is bad; bad, bad, bad. It should time out or something. You could run a program which disables all requesters in the system, but that is not an advisable solution either. Another solution is to buy an external box which routes incoming calls. The box can detect voice, fax, and data calls.

I am going to purchase one eventually. Then, I can attach an answering machine to it to provide a voice mail box. Another problem is that when a fax is received, the program provides no means to alert the user. It should present a requester, ASYNCHRONOUSLY, or just do a DisplayBeep(). Then, if you are at the workstation, you can check out the fax immediately. Instead, you are forced to check the queue on a regular basis.

TrapFax maintains three queues: Incoming, Outgoing, and Sent. The Outgoing queue is discussed above. When a fax in the outgoing queue has successfully completed sending, then it is moved to the Sent queue. The Incoming queue is where you check periodically for new faxes. The program TFaxQueue manages these queues. From the queue manager you can send existing faxes to more recipients, view faxes, and add phone book entries.

TFaxView is the program which views faxes. It can be run alone or called from the TFaxQueue queue manager. TFaxView is a very nice program as it displays its window on a public screen. It dynamically

Viewing a fax in TrapFax. his example portrays selecting a portion of the image to place on the clipboard as well as a really cool fax to send to companies you do not like.



sizes the window according to the size of the fax. You can zoom in and out on the fax, and scrolling is very swift. It even scrolls the page in real time with the scroll bars. There are plenty of keyboard controls for zooming, scrolling and moving between pages. Individual pages can be saved as fax files or IFF ILBM files. This is the only program which lets you print faxes. Maybe that is bad, but one usually wants to see what they are going to print anyway. Printing uses your default Preferences printer, of course. You can select regions of the page with the mouse. The regions can be copied to the clipboard or saved as an ILBM picture. Also, multiple faxes can be opened in individual windows.

TrapFax reads and writes the IFF FAXX standard file format. TFAxJoin joins together multiple FAXX files. TFAxView lets you save individual pages

for splitting files.

Documentation

Documentation consists solely of one, apparently TeX-generated, 75 page printed manual. There are chapters for an introduction, installation, a tutorial, a reference manual, and appendices. There are appendices for the IFF FAXX file format, modem trouble shooting, error codes, a glossary, an index, and addresses for further contact. There are plenty of screen capture pictures in the tutorial. There is a section which contains information about using TrapFax with popular word processors and desktop publishers including TeX and METAFONT. There is also a section on how to set up a fax server and configuring client machines for TrapFax.

Likes

I like the organization of

the software and its standard interface. The ARexx port comes in handy for switching the software off and on when I need to use the modem for other tasks.

Dislikes and Suggestions

I hate that annoying Modem does not respond requester. A better phone book manager would be welcome. It would also be nice to be able to maintain folders for phone book entries which would reference the faxes they sent or received. Some kind of notice that new faxes have arrived would be nice. Perhaps an Applcon which changes its image? Furthermore, online documentation would be real boon.

Comparison to Other Similar Products

Comparison to GPFax 2.01S

I received GPFax with my

modem, but I don't like the interface. Even worse, GPFax can not use a public screen or a screen mode from the display database.

GPFax does open the serial device in a shared mode, so I can use term in shared mode and call a BBS without disabling GPFax. However, the results are not satisfactory. Switching the modem between fax and data mode becomes a chore, and I end up just quitting GPFax. TrapFax is supposed to use OwnDevUnit library as well as term. If a program uses OwnDevUnit, then it is supposed to receive a signal when another program needs the serial device. It can then relinquish its lock on the device, and the other program gains the lock. Unfortunately, this does not appear to work either. If I start term first, TrapFax will not load. If I start TrapFax first, term indicates that TrapFax has a lock on the serial device, and fails to open the device. Therefore, I have just set up some ARexx scripts as well as hotkeys to arm and disarm TrapFax.

Newer versions of GPFax also support Class 1 Fax modems, while TrapFax does not. Class 1 is much more difficult to implement than Class 2. If you only have a Class 1 modem, then GPFax appears to be your only choice on the Amiga.

GPFax can convert an ASCII or IFF ILBM file into a fax without having to use the printer driver. This is a handy feature which TrapFax is missing. However, since the IFF FAXX file is documented and a datatype is provided. It should be a simple matter to make a program to do

this using datatypes thereby providing more format options.

GPFax can execute an ARexx script when a new fax arrives. The ARexx script can then provide some indication to alert the user. TrapFax lacks this feature. It can also execute an ARexx script when a data call arrives rather than a fax to provide access to a bulletin board or some other host system. However, I did not test this to see if it works okay with the modem.

GPFax has features for an automatic cover page which TrapFax lacks. The cover page includes the Phonebook data as well as ILBM images to use for letterhead and a signature!

TrapFax can copy all or portions of a fax to the system clipboard. GPFax lacks this feature.

TrapFax uses the CBM defined IFF FAXX file format. GPFax appears to use both a IFF FAX3 format for incoming faxes and IFF FAXX for outgoing faxes. I am confused as to why two different formats are used. Furthermore, the IFF FAXX created by TrapFax is not compatible with the IFF FAXX created by GPFax. After examining each programs FAXX file, I noticed that GPFax appears to include some proprietary chunks in the FAXX form called GPHD. The ImageFX 2.0 BETA I have for review includes a FAXX loader, so I attempted to load a fax from each program. Sure enough, TrapFax's file loaded and GPFax's did not.

TrapFax works quite nicely over a network. Due to its modular nature, the TFaxDoor and TFaxSpool programs run on

the fax server. The clients run the TFaxQueue, TFaxView, and TFaxPrinter programs. With TFaxPrefs, the clients can be told to use network drives. GPFax may not be as accommodating.

Bugs

It has not crashed on me yet, and it sits in the background everyday waiting for a fax call. Sometimes the fax pages received are squashed vertically. I have heard of similar problems with other products. I do not know why this occurs.

Vendor Support

TrapDoor Development is in Vienna, Austria. VillageTronic is located in Germany. Expert Services is a U.S. distributor for VillageTronic products, and they provide helpful technical support via phone, fax, e-mail, or BBS.

Warranty

Without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for any particular purpose.

Conclusions

TrapFax is very practical. It is a simple program which requires few resources and performs its job with few hassle. It does lack some convenient features.

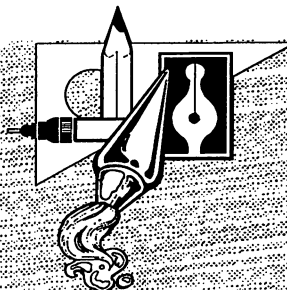
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<http://www.iac.net/~ddennedy>



The

Creative



Impulse

Variations on a theme...

A demonstration of the power of ImageFX 2.0!



*This is my original
Barnhaus photo
before any
treatments.*

*This is the same
photo after applying
the PaintFX using a
sponge-like brush.*



A Briefing on MUI

Presented by Ed Hoffman



MUI—MagicUserInterface:
A system to create and maintain
graphical user interfaces
presented by Ed Hoffman

[Ed Hoffman—Lately, a lot
of applications (such as Mosaic
for the Amiga) released as
shareware or freeware have
been known as MUI
applications. MUI applications
are those that use the
MagicUserInterface for
constructing the graphical user
interface, or GUI. MUI is a
shareware product that provides
a consistent, user adjustable
interface, with less work
required by the programmer.

The following is taken from the
MUI distribution file, available
on the OVAUG BBS as
MUI22USR.LHA. I recommend
installing MUI, especially for an
accelerated system with a hard
drive. And now, on with the
feature!]

MagicUserInterface (also
known as MUI) is a complete
system to create and maintain
graphical user interfaces. The
creation of GUIs has been a big
problem for a very long time,
mainly because the programmer
got only a minuscule amount of
support from the operating
system. Beginning with Kickstart
2.0, the 'gadtools library' was a
step in the right direction;
however, even using this library
to generate complex and flexible
interfaces remained difficult and
still required a great deal of
patience.

The biggest problem with
the existing tools for the creation

of user interfaces is the inflexible
output. Most of the programs
are still using builtin fonts and
window sizes, thus making the
use of high resolution graphics
hardware adaptors nearly
unbearable. Its been said that
Amiga users have had to live
with such similar shortcomings
all along. Even the preference
programs on the Workbench are
still only using the default font,
topaz/8!

MUI corrects all these
disadvantages! The central
scheme behind MUI assumes
that only the user (and not the
programmer) of an application
knows how the program he is
using best fits his personal
needs, and that of his computer
system. Because MUI
applications don't contain any
absolute values for sizes or
positions, the programmer
instead only defines objects and
groups of objects. Such objects
are defined at run time by MUI
according to the users settings.

Consequently, an MUI
application gives the user *many*
more important advantages:

- Font sensitivity

In MUI its possible for the
font to be set in every
application. No more times
where the A204 users had to
suffer from the programs that
only used the tiny topaz/8 font.
Even better, MUI gives the user
no restrictions on which fonts he
may use, especially proportional
fonts! The proportional fonts
make a program much more
appealing and even reduces the

space a program's window uses.

- Changeable window
sizes

All MUI windows have a
sizing gadget which allows users
to change the window size until
it suits their needs. The smaller a
window becomes, the closer
control items within the window
come together. The larger the
window, the more space that
will be used for displaying
information (e.g. in listviews).
The size and position of every
window can be saved, thus
giving you your favorite setting
every time you start the program.

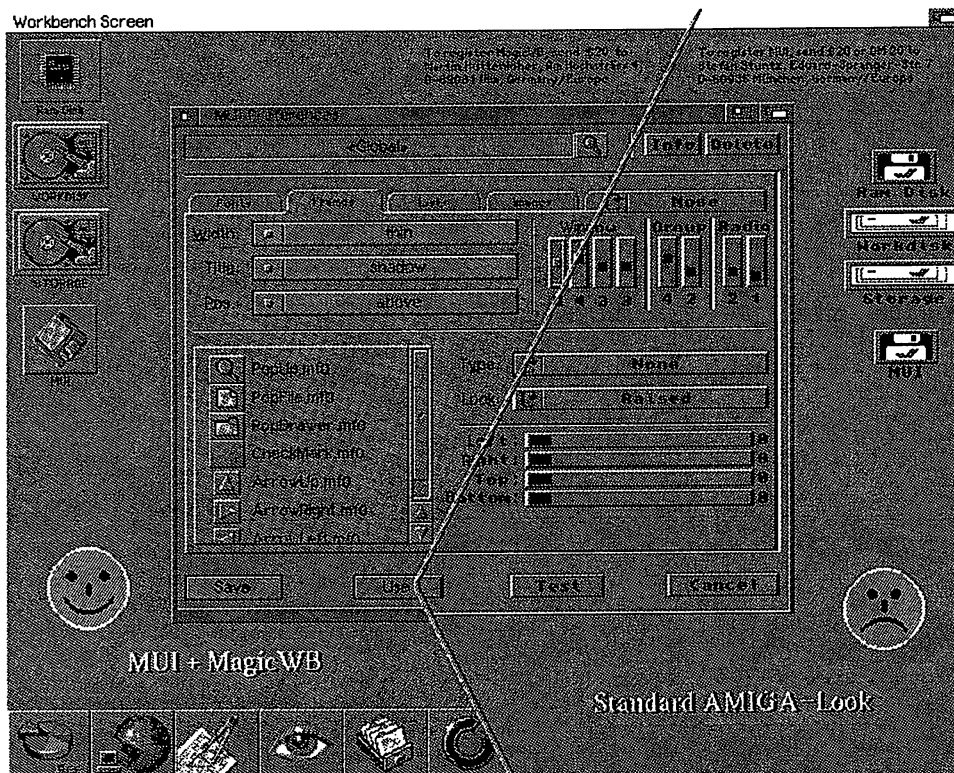
- Flexibility

Almost all elements can be
changed by the user regarding
their own personal tastes. The
user can define the thickness of
borders, how the scroll bars
look, which images have to be
used, and how much space
should be inserted between the
lines of a listview. MUI gives
the user a lot of options to
change the look and feel of an
MUI based application.

- System integration

MUI applications
cooperate with the operating
system in many ways. Every
program can be iconified and
uniconified by pushing a gadget
or by using the Commodities
exchange program.

Furthermore, every MUI
application has an ARexx port
that allows you full remote
control (and more) over the user
interface.



Adjusting to its environment

It doesn't matter which screen or screen size your MUI applications run on. Workbench or public, 640x200 or 1280x1024 pixels, 4 or 256 colors, it doesn't matter! Every application can be made to open on any screen, and adapts itself to its environment.

All of the MUI settings listed above (and more) can be changed by the user via the MUI preferences program. This can be set for every program in one setting (global) or can be set for each and every single application.

SYSTEM REQUIREMENTS

MUI requires version 2.0 of the Amiga operating system or higher. The use of MUI on a hard disk is *highly* recommended, although floppy disk usage is still possible. Due to the modular concept behind MUI the first application startup may last "a little" longer. MUI does not require a special processor, but of course the

faster CPUs make life easier. Many complex calculations are needed for the management and layout of the objects, so a "base" 68000 based machine could be a tad slow.

MUI applications can run on machines only equipped with 512K of free RAM, but could become obsolete quite soon. One Megabyte (1024K) RAM should be sufficient even for the most complex MUI applications.

MUI is distributed together with the Installer program from Commodore. Therefore making installation a breeze! Just doubleclick on the 'MUIInstall' icon and the installation procedure is on its way.

REGISTRATION

"MagicUserInterface" is a rather complex product that has always consumed and will continue to consume a large amount of my time. It was a lot of work to finish, but I hope this work will be appreciated and

that a lot of MUI-based applications with nice and flexible user interfaces will be available soon.

For I cannot afford just working for fun, I decided to release MUI as shareware. The unregistered version is not able to save some of the configuration items of the preferences program. Of course these restrictions won't affect the operation of MUI applications, all important values (window positions, screens, system configs) are usable without registering. Other items will contain reasonable default values. Even with these default values, MUI applications will be more attractive and usable as most other programs.

If you plan to use the full set of MUI's possibilities (different fonts, frames, images, background pattern, ...) with all applications, or if you just feel that MUI is good and should be supported, you should register. Registered users will be shipped a disk with the newest public release of MUI, along with a personalized, so-called "keyfile" that enables loading and saving of the complete configuration data. Thank you for supporting Shareware!

If you have some questions, comments, suggestions or even flames, please feel free to contact me at one of the following addresses. If you send your letter via email, there's a good chance for getting a quick reply.

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Tech Note

Puttin' It Outta' The POTGO

By Jeff Johnson



A simple idea breeds bizarre, out of the way, revelations. "Kiss of the Spiderwoman" meets "Rocky Horror?" Nah, simply a trip to the "potgo.resource."

My old A500 is in use for sound editing at the radio station where I maintain the audio equipment, WPFB AM and FM, Middletown. It is a handy means of "snipping" ad spots from tapes of "network"

programming to use at other times of the week. Additionally, combining spots and adjusting them to an exact running time are useful.

I thought that it would be handy to start, stop, record, play, etc. a tape or broadcast "cart" machine from the computer. Which port to use? The only one usually free on mine is the second controller port, usually called the "joystick" port. The mouse is plugged into the first controller port.

Each of the two controller ports is interchangeable in their function. Software can be written to accept a mouse, light pen, digital joystick, analog joystick, graphics tablet, even the original Amiga joyboard from either port. By convention, port one looks for a mouse, and port two looks for a joystick or other device.

Reading the section concerning the controller ports in the RKM "Hardware" manual,

I discovered that three of the pins can be set to output data! These are the three pins (6, 5, and 9) corresponding to the left, middle, and right mouse buttons respectively.

Reading the RKM "Includes and Autodocs" and "Libraries and Devices," I learned how to do it (...took two months).

First, hardware.
The ports pins are:

1 to 4 — XY mouse quadrature (which way the mouse is moving), input only
5 — middle mouse button
6 — left mouse button
7 — +5 volts (to run electronic logic on the device)
8 — electrical ground
9 — right mouse button

The pins, other than the power pins, are connected to "registers." In this case, these are hardware circuits directly associated with controlling software. They are located at address locations in the computer's memory space. The registers have names. Good programming dictates that the address of the desired register be

requested, lest it be changed. Subsequently binary data is written to the register to turn each bit on or off. The software bits turn the hardware pins on or off. It's as simple as that.

Pin 6 is connected to a different chip than pins 5 and 9. They are controlled by two different registers. Pin 6 is in register "CIAAPRA." Pins 5 and 9 are in register "POTGO."

That brings us to the "potgo.resource." What then is a "resource?" A resource is a software construct that is rather like a library, except that it controls hardware at the lowest level. Commonly, higher levels of software, "devices," for example, talk to the resources, which do the work. It is of course dangerous to program

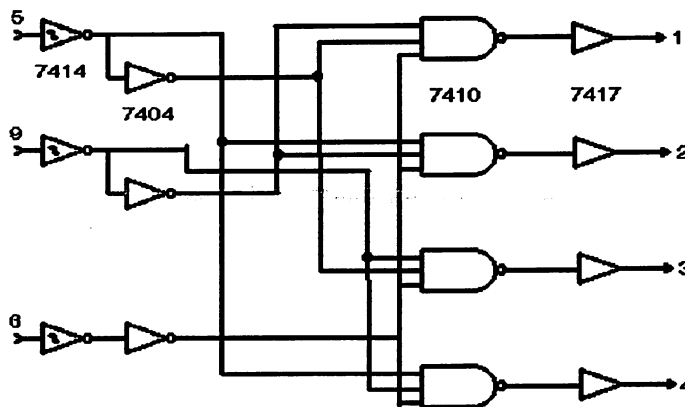
at the resource level. You are right down in the works. There is no such thing as a minor mistake.

"potgo.resource" includes three function calls.

AllocPotBits(), FreePotBits(), and WritePotgo(). That's it!

AllocPotBits() allocates the desired bits of the POTGO register for your exclusive use. POTGO is a 16 bit register. WritePotgo() plugs the desired bit values into the register. FreePotBits() does just that, and is required good programming practice. Use the function calls as if they were any other calls.

CIAAPRA is an 8 bit register, with bit 7 controlling



```

#include <resources/potgo.h>
#include <proto/potgo.h>          /*struct PotgoBase *PotgoBase; (this declaration here) */
#include <clib/exec_protos.h> /*OpenResource() proto here*/

/* variable definitions here*/

extern struct Custom custom; /* set up access to the custom chips */
extern struct CIA ciaa, ciab; /* set up access to CIAA registers */

#define OUTRY (1<<15)
#define DATRY (1<<14)
#define OUTRX (1<<13)
#define DATRX (1<<12)
#define POTINP &custom.potinp

#define BIT7_ON_MASK 0x80 /* 1000 0000 for bitwise OR (|) purposes */
#define BIT7_OFF_MASK 0x7f /* 0111 1111 for bitwise AND (&) purposes */
#define CIAA_DDRA_BIT7_ON_MASK 0x80

if(!(PotgoBase=(struct PotgoBase *)OpenResource(POTGONAME)))
    return;

potbits=AllocPotBits(OUTRY|DATRY|OUTRX|DATRX);

/* bit 15 and bit 13 are direction (1 is OUT), bit 14 is data for pin 9 */
/* bit 12 is data for pin 5, all controller port 2 */

WritePotgo(0xffff,potbits); /* writes POTGO with all ones (f = 1111) masked by
potbits allocated (we just turned pins 5 and 9 on) */

WritePotgo(0xaaff,potbits); /* writes POTGO with binary 1010 (a = 1010) masked by
potbits allocated (we just turned pins 5 and 9 off) */

FreePotBits(potbits);

ciaa.ciaddra = ciaa.ciaddra | CIAA_DDRA_BIT7_ON_MASK; /* this first for output*/
ciaa.ciapra = ciaa.ciapra & BIT7_OFF_MASK; /* turns pin 6 of second control port on
*/

ciaa.ciapra = ciaa.ciapra | BIT7_ON_MASK; /* turns pin 6 off */

```

pin 6 of the second controller port. CIAADDRA is an associated register which sets data direction of CIAAPRA.

In your C source code, simply assign the CIAADDRA and CIAAPRA registers a desired value. Incidentally, bit 1 of these registers control the power LED and the audio filters. CIAAPRB right next door is the parallel port. See what I mean by being right down in there?

Rather than bore everyone with the complete C source I'll present the pertinent lines of code. Anyone desiring complete code, please ask.

And there you have it. The port outputs TTL data levels. I developed a simple TTL circuit

to decode the three pins and drive an external device. The schematic is included. It can be modified at will, of course. For specific information, please ask!

Digital Gallery Submissions

Please make a submission to the Digital Gallery section of OVAUG Online and the OVAUG newsletter. You can submit pictures, animations,

video frames, sounds, music, poems, type faces, anything, but only printable items appear in the hard copy newsletter, of course.

MEMBER PROFILES

Every submission you make is linked with information

about you, the creator. Please complete the following form and place the submission on diskette. You may also submit via the OVAUG BBS (Newsletter Files/USRFORM.TXT) or via the Internet (<ftp://www.iac.net/userform.txt>).

<i>Name</i>	<i>Aliases</i>
<i>Address 1</i>	<i>Address 2</i>
<i>City</i>	<i>State, Zip code</i>
<i>Primary Phone</i>	<i>Alternate Phone</i>
<i>Beeper</i>	<i>FAX</i>
<i>BBS</i>	<i>User ID</i>
<i>Primary E-mail</i>	<i>Alternate E-mail</i>
<i>Member Since</i>	<i>Expires</i>
<i>Amiga Interests</i>	
<i>General Interests</i>	
<i>Title</i>	
<i>Date</i>	<i>Format</i>
<i>Description</i>	



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